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ABSTRACT

Short Fiction on Film is a database that was created and will run on DataRelator, a relational database manager created by Bill Finzer for the California State Department of Education in 1986. DataRelator was designed for use in teaching students database management skills and to provide teachers with examples of how a database manager might be useful in the classroom to teach critical thinking skills. A small database of short stories was adapted to film as an example of how English instructors might use a relational database manager to show relationships between aspects of fiction and film. The DataRelator program has an introductory screen that describes the program, which includes "drawers in the cabinet," a feature that allows access to areas of information, and "data sheets in the drawer," that allows access to more specific information in a particular area. The drawer used in Short Fiction on Film is the "relational story drawer," and allows a search by story title. Data sheets in the drawer contain cross references with other elements, for example fiction technique or fiction genre. Instructors can create their own cabinets using DataRelator, complete with drawers and data sheets, to assist in information storage and retrieval. (DB)

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Short Fiction on Film:

A Relational DataBase

Created on DataRelator by

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Created on DataRelator

by Charles May, English Departm

California State University, Long Beach

Distributed Free to CSU English Faculty

1989-90 Dissemination Grant
Funded by CSU Lottery Revenue Program for
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DataRelator was created by Bill Finzer, Sacramento
and the Lawrence Hall of Science, UC, Berkeley for
The California State Department of Education ©1986

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Short Fiction On Film

Introduction

Short Fiction on Film is a database which will run on **DataRelator**, a relational database manager, commissioned by the California State Department of Education as part of the **Technology in the Curriculum** project in 1986. It was originally released to all public school educators in California in the Apple II version; however, because of teacher demand, a version was created for IBM-compatible machines the following year. It is the IBM version I am including and describing here because those machines are more widespread in the CSU than Apple IIs.

DataRelator was created as a device to teach students database management skills and to provide teachers with examples of how a database manager might be useful in the classroom to teach critical thinking skills. I have designed this small database of short stories which have been adapted to film as an example of how teachers of English might use a relational database manager to show relationships between various aspects of fiction and film. It is intended for use by the following:

(1) All English education teachers in the CSU system, particularly those who might be interested in creating a computer course specific to the Language Arts discipline which will fulfill new Title 5 requirements for such a course.
(2) All students in such courses whose intention it is to teach in the public school system.
(3) Teachers of fiction and/or fiction and film courses who might be able to use it in their classrooms.
(4) Anybody else who might be interested either in **DataRelator** or the short story.

Because **DataRelator** is comparatively slow and because teachers, especially in the language arts, are less sure about the value of a database manager in the classroom than they are about the value of a word processor, **DataRelator** has not been as popular or as widely used as the word processing program **FrEdWriter**, which was created for the Apple II computer at about the same time as **DataRelator**. However, it is my opinion that it is an excellent tool for teaching students the use of a relational database manager. Best of all, it is free; you can make as many copies as you wish.

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DataBase Managers

First a few words about database managers in general and relational database managers in particular. We will begin with the obvious:

DataRelator is a database manager created to manage a database' a database is **data** which is systematically organized so that it can be used as **information**. The difference between **data** and **information** is that **data** is any and all bits or pieces of raw material that may be "potentially useful"; when it becomes useful, it becomes **information**. Think of it in terms of the familiar process of writing a research paper. After determining the topic we wish to write on, the next task is to gather all the **data** we can find on that topic. The first thing we do, of course, is to go to that great repository of data, the library. However, the first problem, of course is how to find the **data** we needed among all those books and magazines and then retrieve that **data**.

DataBase Terms

As soon as we formulate the problem this way, we should become aware of the three crucial elements of a database manager. We have already used the words **find** and **retrieve**; the other element, the process which makes finding and retrieving what we want possible, is **systematic storage**. Obviously, if all the books were simply thrown on the shelves haphazardly, we would have no method by which to search and retrieve what we want, and we would lament that the library staff had used no **systematic** method with which to **store** the data.

Whereas **data** is "raw" and unsystematic and thus of no use, **information** is **organized** and **systematic**, and therefore of use. For example, let's say you need a certain recipe that you know you clipped from the newspaper a few weeks ago. But now you do not know where it is. The problem here in database terms is: you cannot **find** the recipe and thus **retrieve** it for use because your **method of storage** was no method at all; you just tossed it in that notorious catch-all drawer in your kitchen or pinned it on that no-man's land known as the "refrigerator door." We either use databases or are "used" by them everyday. When we "access" our address book to find a phone number, we are using a database; when we receive a form letter with our name on it, we are being used by a database.

Examples of Non-Electronic DataBases

The library, our best-known systematic database, gives us more specific examples. You stand before the card catalogue wishing to **find** something. Let's say you want to find **data** on Edgar Allan Poe. You see cabinets before you, and each cabinet has drawers in it. By looking at the letters on the front of the drawers, you determine that they are arranged systematically, in this case, alphabetically. Thus to find data on Edgar Allan Poe, you go to the drawer marked **Pe-Pu** and flip through the cards until you find those on Poe.

You have made use of a simple familiar database; now you go to the repository of information, the stacks, and find the books you want, making use of a numeric classification system. However, after you skim through some books on Poe, taking notes on various aspects of his work, you finally get to that dreaded point when you need to start writing. You are now faced with stacks of paper with lots of notes on them, but they are in no order. You do not know where to begin. What you have here is a lot of **data**, but no real **information**, because the notes on Poe are not stored in such a way that makes them **systematically organized** and thus **retrievable**. This is one reason why teachers always urge their students to use index cards for their notes and to indicate on the top of each card the basic category or kind of information that it contains. Then, one can shuffle through the cards and organize them according to their type and thus make use of them; this process of classification transforms the **data** into **information**.

The Electronic DataBase

The card catalogue in most libraries is a non-electronic database; it has been **managed** by being set up on **cards** in **drawers**, in **cabinets**, just as you might manage data by putting all your notes and papers in **folders** in **drawers** in **cabinets**. Some libraries, however, are now using electronic card catalogues. You simply go to a computer terminal, type in the name of the author or the title you want and the screen immediately shows you the library's holdings by that author or a screen of information on that particular book. Just like the wooden card catalogues, the computerized card catalogue also allows you to "search" according to "subject," often with rather sophisticated ways to narrow down or specify the object of your search.

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Notice that the term **search** in this context means standing at one place and pressing computer keys to find what you want, rather than walking to cabinets and opening drawers and looking at individual cards. What are the advantages of this computerized system? It is obviously faster to type in the name of a book than to walk to the card catalogue cabinet. Also if you are looking for a certain subject matter in the wooden card catalogue and find a card that says SEE....., with a whole list of cross references, then you have to close that drawer and trot over to another drawer, and then another, until you find what you want. At the computerized card catalogue, you just type in a new subject matter. Thus, because all the data is accessed from one location, instead of in the various wooden drawers, it is not only faster, it is more flexible to search for and retrieve information. And that is what database managers are all about.

Characteristics of DataBase Managers

All database managers have the following characteristics. They must first allow you to set up a form or **template** which reflects how you want to organize your information. For example, the following bibliography template might be a form which would help you organize books you are using in your research paper.

Author:
Title:
Publisher:
Place of Publication:
Date of Publication:

Usually, you use 3X5 index cards to hold this information, and usually you leave out the words "author," "title," "publisher," etc. for by convention, the location of these items of information on the card determines what they are. (This, by the way, is why it is so important to make sure the format of your bibliography follows the one recommended by your teacher, and why it must always be the same--even though such insistence on precision may seem unnecessary.) When you set up a form or **template** with a database manager, what you are doing is creating a **file**, made up of a number of identical **records**, on which are various **fields** of information. For example, let's say you create a database file called "Poe Bibliography." The form above could be the template you use to enter all the separate books you used in your paper. Each separate book listing is called a **record**. The individual lines, such as "Author," "Title," "Publisher," etc, are called **fields**; they are where you enter separate items of information.

DataRelator As a Relational DataBase Manager

DataRelator uses different terms for these elements of a database. For the convenience of students trying to learn the database management process, the program uses metaphors of real things in the real world. For example, instead of the word **database**, **DataRelator** uses the word **Cabinet**. Instead of **File**, it uses the word **Drawer**. Instead of **record**, it uses the word **data sheet**. It makes sense, if you think of it in terms of the standard file cabinet. Let's say you have a file cabinet with four drawers; you keep different "kinds" of information in each drawer, and you have some way of organizing the information on sheets in each drawer, for example by category or alphabetically.

There are two kinds of database managers: flat file database managers and relational database managers. A flat file database manager is made up of one file with one basic set of records; that is, one basic form or template, for example the Bibliography template above. Although there are five different **fields** on the **record** template, and although there may be numerous individual records on these templates in the file, there is still only one file. Let's say you had fifty different records, that is, fifty different books, in your bibliography database. You could sort them or search through them using any one of the five fields as a criteria. For example, if you want to sort all fifty alphabetically according to the author's last name, you could sort on field 1 (Author). If you want to sort according to date of publication chronologically, you could sort on field 5 (Date of publication.) If you wanted to find all the books published by Holt, Rinehart, Winston, you could search by specifying that on field 3. If you wanted to search for only those titles which used the word "Short Story" in them you could specify that in field two. This is what a flat file database does.

DataRelator, however, is a relational dataBase manager, and thus in many ways more powerful and useful than a flat file database. Let's look at how the database **Short Fiction on Film** is set up as a way of distinguishing between flat file and relational database managers and learning what a relational database manager does best.

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Using Short Fiction on Film: A Relational DataBase

You should now load the **DataRelator** program and the **Short Fiction on Film** database into your computer. Here is how you do it:

If you have an IBM or IBM compatible computer with two disk drives do the following:

(NOTE: IF YOU HAVE A FIXED OR HARD DISK DRIVE GO TO THE SECTION ON **SETTING UP YOUR OWN CABINET WITH DATARELATOR** FOR INSTRUCTIONS ON HOW TO CREATE A SUB-DIRECTORY FOR **DATARELATOR** AND SET UP THE NECESSARY FILES FOR BOOTING **DATARELATOR** FROM YOUR HARD OR FIXED DISK).

Put the disk labelled **DataRelator: A Relational Database Manager** in Drive A and the disk labelled **Short Fiction on Film** in Drive B. Turn on your computer or, if it is already on, restart it by holding down the control (CTRL) and the Alternate (ALT) down simultaneously with the left hand, while you press the Delete (DEL) key with your right.

DataRelator takes several seconds to load into your computer; the time will vary according to the speed of the machine you are using. A line at the bottom of the screen will tell you "DataRelator is getting ready...." Be patient; this is not a high priced, high speed program.

Once **DataRelator** is loaded, you will see an opening screen that looks like the following: (If you do not see the following screen, but see the A> prompt instead, type in the word **Relator** at the A> prompt).

Welcome To DataRelator
Version 1.2
THE FILE ROOM
› About DataRelator
Choose a File Cabinet
Utility Closet
Leave the File Room
Please use the up and down arrows to select what you want to do.
Then press RETURN.

Screen Layout and Getting Around DataRelator

The opening screen is called THE FILE ROOM screen; it allows you to make one of four choices. The words **About DataRelator** are highlighted in inverse video and marked with an arrow > just to the left of them. Press the **Return** or **Enter** key now and you will be taken to a screen entitled ABOUT DATARELATOR, with a list of sixteen items to choose from, with the line **What is DataRelator?** highlighted in inverse video. Press the Return or Enter key again, and you will be shown a screen with some basic information about **DataRelator**. (If you want to print this screen, simply hold down the ALT key and press the letter P simultaneously.) If your printer is turned on, the screen will print out.)

Note that ESC is highlighted in inverse video at the top right of the screen, followed by an arrow pointing to the words **About DataRelator**. This means if you press the ESC key, you will go back to the **About DataRelator** screen. Do it now. When you get there, you will see that the ESC in inverse video now points to the line THE FILE ROOM. If you press ESC again, you will go back to THE FILE ROOM screen. Do that now. **Remember**: The ESC key is the key that lets you backtrack, that is, go back to the immediately preceding screen. No matter where you are in **DataRelator**, if you continue to press ESC you will finally get back to THE FILM ROOM screen, where you can highlight the line **Leave the File Room** and "unload" **DataRelator** from your computer.

Use the down arrow key to move the inverse video marker down to highlight the words **Choose a File Cabinet**. Press the **Return** or **Enter** key. A line at the bottom says, "Please Wait...." **DataRelator** will search the disk drives you have, beginning with the A drive, then moving to the B drive (and the C drive also, if you have a hard or fixed disk), looking for a file with the suffix or extension **DR** (for **DataRelator**) after it. It will find one on your B drive on the **Short Fiction on Film** disk you have already inserted there entitled **FICTFILM.DR**. This file contains all the **Short Fiction on Film** data. (You could have more than one **cabinet** listed on a disk, depending on how much room the cabinets take up)

With the line **B:FICTFILM** highlighted, press the Return or Enter key. Again this will take a few seconds, depending on the speed of your machine.

Look carefully at the screen that appears. It should look like this:

```
                              DRAWERS IN THE CABINET
Cabinet: Short Fiction on Film
                                                                  ESC -> THE FILE ROOM
Open drawer Edit form New drawer Print Delete drawer Change cabinet name Help
--------------------------------------------------------------------------------
> Author
  Fiction Genre
  Fiction Technique
  Film Genre
  Film Technique
  Story
  Theme
```

Drawers in the Cabinet

This screen is called the DRAWERS IN THE CABINET screen. It lists seven **drawers** in the **cabinet** which is named and identified on your disk as **FICTFILM**, but which has the longer title **Short Fiction on Film** listed, in inverse video, just below and to the left of the title DRAWERS IN THE CABINET. The seven drawers in the cabinet are like seven different sets of information, with seven different templates or forms to hold that information; they are actually seven different "files" in the database which are related to each other.

(Note also just above the broken line several phrases with the first letter in inverse video. These are commands, which mean hold down the Alternate (**Alt**) key and press the first letter to: **Open** a drawer, **Edit a form**, make a **New** drawer, **Print**, **Delete** a drawer, **Change** a cabinet name or go to the **Help** screen. Watch for these commands on every screen; they change depending on what drawer you are looking at.)

To see how this relational aspect of **DataRelator** works, do the following: while the word **Authors** is highlighted in inverse video, press the ALT key simultaneously while you press the letter O (for **Open**; notice the phrase Open Drawer with the letter O highlighted on the menu just above the list.) After a few seconds, you should see this next screen:

```
                        38 DATA SHEETS IN THE DRAWER
Cabinet: Short Fiction on File
Drawer: Author
                                                  ESC -> DRAWERS IN THE CABINET
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
--------------------------------------------------------------------------------
> Aiken, Conrad
  Anderson, Sherwood
  Bierce, Ambrose
  Cather, Willa
  Chambers, Robert W.
  Cheever, John
  Chekhov, Anton
  Clark, Walter Van Tilburg
  Crane, Stephen
  Dinesen, Isak
  Faulkner, William
  Fitzgerald, F. Scott
  Gilman, Charlotte Perkins
  Glaspel, Susan
  Greene, Graham
  Hawthorne, Nathaniel
  Hemingway, Ernest
```

This screen lists seventeen authors (which is all the screen will hold at one time). Note, however, the top of the screen indicates that there are 38 DATA SHEETS IN THE DRAWER. The drawer referred to in the title DATA SHEETS IN THE DRAWER is the **Authors Drawer** you just "opened" by pressing ALT-O while the word **Authors** was highlighted. If you use the down arrow key, you can move down the list and see more names listed, appearing at the bottom of the screen one at a time. You also can use the page down key (**PgDn**) to move through screen-full at a time; or else you can press the **End** key and go to the end of the list or the **Home** key to get to the beginning.

Each name on the list means that there is a data sheet with information about the author on it in the drawer AUTHORS. To get to a data sheet, do the following: Put the cursor back on **Aiken, Conrad** to highlight it in inverse video. Now press **ALT** and the letter O simultaneously (Note the line Open data sheet) just above the list). Now you should see the following screen:

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```
                                DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Author
Data sheet: Aiken, Conrad
                                                ESC -> DATA SHEETS IN THE DRAWER
Mentioned in Zap entry Delete sheet Copy Print Help
--------------------------------------------------------------------------------
Author: Aiken, Conrad
Country: U.S.A.
Period: 20th century
Additional Comments: Conrad Aiken's most famous story, "Silent Snow, Secret
  Snow," is the only short story of his to have an important place in American
  literature.  Aiken was highly influenced by the theories of Sigmund Freud and
  the fiction of Anton Chekhov.  His stories are often lyrical and poetic in
  their use of language.
```

Data Sheets in the Drawer

Note that you are now at the DATA SHEET screen. Remember what you have done: You chose a **cabinet: Fictfilm**; you opened the **Authors Drawer**. You chose **Conrad Aiken** from the list of authors and "pulled out" the sheet of information on him by pressing ALT-O. Try back-stepping through this process by pressing ESC several times: once to put you back to DATA SHEETS IN THE DRAWER, once again to put you back to drawers in the cabinet, and still a third time to put you back to THE FILE ROOM.

Now go back to the **Conrad Aiken** sheet this way:

Keystroke 1: Highlight "Choose a File Cabinet" (Press REturn)
Keystroke 2: Highlight "FictFilm" (Press REturn)
Keystroke 3: Highlight "Author" (Press Alt-O)
Keystroke 4: Highlight" Aiken, Conrad" (Press Alt-O)

Look again at the **Conrad Aiken Data Sheet** screen. It contains four fields, that is, four slots for information: Author's name, country of birth, period of time when he or she was writing, and a place for additional comments. All the **records** (called **sheets** in **DataRelator**) in the **Authors file** (called a **Drawer** by **DataRelator**) contain the same four slots; each record, of course, is dedicated to a different author with different information.

Press ESC twice to get back to the DRAWERS IN THE CABINET screen. Use the down arrow key to go to the **Fiction Genre** line and press ALT-O to open that drawer. The screen looks like this:

```
                              12 DATA SHEETS IN THE DRAWER
Cabinet: Short Fiction on Film
Drawer: Fiction Genre
                                                    ESC -> DRAWERS IN THE CABINET
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
--------------------------------------------------------------------------------
> Allegory
  Feminist
  Folktale
  Initiation
  Ironic Ending Story
  Lyrical Story
  Mythic story
  Philosophic Story
  Psychological Story
  Realism
  Satire
  Self Reflexive
```

There are twelve sub-generic types of short fiction listed here. Open the **Allegory Drawer** by pressing ALT-O while that word is highlighted. You now should see the following screen:

```
                                   DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Fiction Genre
Data sheet: Allegory
                                                 ESC -> DATA SHEETS IN THE DRAWER
Mentioned in Zap entry Delete sheet Copy Print Help
--------------------------------------------------------------------------------
Fiction Genre: Allegory
Plot Characteristics: A mode in which a second meaning is encoded within the
  surface meaning of the story.  The allegorical mode may dominate the entire
  work or it may be an element within a work which is otherwise meaningful for
  its surface meaning.
Character Types: Characters are representative of basic human desires, fears,
  etc.
Basic Conventions: Highly formalized story with two-dimensional characters
  which exist primarily to embody the conceptual story under the surface.
Additional Comments:
```

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Note that this **Drawer** (file) contains five fields, with information about plot characteristics, character types, and basic conventions of the genre in question.

Press ESC twice to get back to the **Drawers in the Cabinet** and look at the remaining drawers one at a time, (escaping back to the **Drawers in the Cabinet** as your point of reference after each one) to see what they are like. **Hold off opening the STORY DRAWER until last.** The names of the drawers are: **Fiction Technique, Film Genre, Film Technique, and Theme.** The following "screen images" show the list of the data sheets in each drawer in the cabinet and what the first sheet in each drawer looks like so that you might get an over view of the different drawers.

```
                              12 DATA SHEETS IN THE DRAWER
Cabinet: Short Fiction on Film
Drawer: Fiction Technique
                                                          ESC -> SEARCH CRITERIA
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
--------------------------------------------------------------------------------
  Ambiguity of Dream/Reality
  Dialect
  First Person Point of View
> Irony
  Lyrical or Poetic language
  Myth
  Realism
  Self-Reflexive details
  Stream of Consciousness
  Symbolic Characterization
  Symbolic Setting
  Symbolic situation
```

The Fiction Technique Drawer

```
                                    DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Fiction Technique
Data sheet: Irony

                                                          ESC -> DATA SHEET
Mentioned in Zap entry Delete sheet Copy Print Help
--------------------------------------------------------------------------------
Name of Technique: Irony
Basic Characteristics: A speech device whereby the intent of an utterance is
  conveyed by a statement that has the opposite meaning from what is denoted on
  the surface.  Sometimes, irony is communicated by presenting the point of
  view of a character in a straightforward way, even though the reader is meant
  to perceive that the point of view of the speaker is not the same as the
  point of view of the author.
Additional Comments:
```

The First Data Sheet in the Fiction Technique Drawer

```
                                10 DATA SHEETS IN THE DRAWER
Cabinet: Short Fiction on Film
Drawer: Film Genre
                                                    ESC -> DRAWERS IN THE CABINET
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
--------------------------------------------------------------------------------
> Action/Adventure
  Comedy/Satire
  Detective Story
  Fantasy
  Horror
  Initiation
  Lyrical/Musical
  Realism
  Science Fiction
  Western
```

The Film Genre Drawer

```
                                      DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Film Genre
Data sheet: Action/Adventure
                                                  ESC -> DATA SHEETS IN THE DRAWER
Mentioned in Zap entry Delete sheet Copy Print Help
--------------------------------------------------------------------------------
Film Genre: Action/Adventure
Plot Characteristics: The movement toward a goal which can be reached by
  bravery and action.
Character Types: Two-dimensional representations of human virtues and vices.
Basic Conventions: Focus is on external events and the achievement of external
  goals.
Additional Assumptions:
```

The First Data Sheet in the Film Genre Drawer

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```
                              18 DATA SHEETS IN THE DRAWER
Cabinet: Short Fiction on Film
Drawer: Film Technique
                                                    ESC -> DRAWERS IN THE CABINET
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
--------------------------------------------------------------------------------
> Animation
  Close-ups
  Docudrama
  Fantasy/Reality
  Flashback
  Freeze Frame
  Grotesque
  Montage
  Slapstick
  slow motion
  Special Effects
  Spectacle
  Stage Drama
  Symbolic Dialogue
  Symbolic objects
  Symbolic Setting
  Tracking
```

The Film Technique Drawer

```
                                    DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Film Technique
Data sheet: Animation
                                                    ESC -> DATA SHEETS IN THE DRAWER
Mentioned in Zap entry Delete sheet Copy Print Help
--------------------------------------------------------------------------------
Name of Technique: Animation
Basic Characteristics: Creates a sense of an alternate, dream-like world, with
  its own rules of reality.
Additional Comments:
```

The First Data Sheet in the Film Technique Drawer

15 DATA SHEETS IN THE DRAWER
Cabinet: Short Fiction on Film
Drawer: Theme

ESC -> DRAWERS IN THE CABINET

Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help

---

> Adults acting like children
  Aesthetic Reality over Physical Reality
  Antiwar
  Confrontation with Death
  Denial of reality
  Human Brotherhood
  Initiation
  Isolation
  Poetic Justice
  Reality as a game
  Retreat from involvement
  Scapegoating
  The Mysterious Stranger
  The nature of Evil
  Woman in a male society

The Theme Drawer

DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Theme
Data sheet: Adults acting like children

ESC -> DATA SHEETS IN THE DRAWER

Mentioned in Zap entry Delete sheet Copy Print Help

Theme: Adults acting like childrer
Basic Conventions: Characterized by basic human desire to return to childhood
Philosophic Assumptions: Reflects basic need to have the physical power of childhood, to escape from adult responsibilities, to live in fantasy, to have everything before one.
Additional Comments: The theme can either be comic (in which the adult's desire for childhood is presented as foolish boasting) or tragic (in which one cannot tolerate the passing of time, the inevitability of death, etc.

The First Data Sheet in the Theme Drawer

The Relational Story Drawer

I have saved the **Story Drawer** for last, for it is what might be called the central **Search** drawer. **Short Fiction on Film** has been set up with the assumption that when you do a search through this database, the primary thing you are searching for are particular stories with certain characteristics. Open the **Story Drawer**, shown below; it is the only one that can be searched in a cross-referenced way.

```
                          50 DATA SHEETS IN THE DRAWER
Cabinet: Short Fiction on Film
Drawer: Story
                                                  ESC -> DRAWERS IN THE CABINET
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
--------------------------------------------------------------------------------
> A Jury of Her Peers
  A Rose for Emily
  Almos a Man
  An Occurrence at Owl Creek Bridge
  Babette's Feast
  Barn Burning
  Bartleby
  Bernice Bobs Her Hair
  Chickamauga
  Dr. Heidegger's Experiment
  I'm a Fool
  Innocent Erendira and Heartless Grandmother (ERENDIRA)
  My Old Man
  O Youth and Beauty
  Paul's Case
  Pickets (TIME OUT OF WAR)
  Rappaccini's Daughter
-------------------------------------more--------------------------------------
```

Let's begin by going to the first sheet of this drawer, the sheet on **A Jury of her Peers**. Open it by pressing **ALT-O** The **Data Sheet** looks like this:

```
                                DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Story
Data sheet: A Jury of Her Peers
                                          ESC -> DATA SHEETS IN THE DRAWER
Open data sheet Search [ Mentioned in Zap entry Delete sheet Copy Print Help
--------------------------------------------------------------------------------
Story Title: A Jury of Her Peers
[Author]:  [Glaspel, Susan]
[Fiction Technique]:  [Self-Reflexive details]
[Fiction Genre]:  [Self Reflexive] [Feminist]
[Film Technique]:  [Symbolic Dialogue], [Symbolic objects], [Symbolic Setting]
[Film Genre]:  [Detective Story]
[Theme]:  [Poetic Justice], [Woman in a male society]
Comment: This is an excellent film version of Glaspel's story, for it not only
  creates the sense of the dark and closed-off world of the woman and makes
  believable the "conversion" of the other women to come to her rescue, it also
  maintains the self-reflexive nature of the story.  Much of the emphasis is on
  the detective convention of determining the relevance of seemingly
  meaningless objects.
```

Notice that most of the categories of information on the sheet, e.g. Author, Fiction Technique, Fiction Genre, Film Technique, etc. are in brackets. Notice also that the specific information about these categories for the story "A Jury of Her Peers" are also in brackets.

***These bracketed items are the key elements which make DataRelator a relational dataBase manager rather than a flat file dataBase manager, for each bracketed category (e.g. "Fiction Technique" or "Fiction Genre") item to the left of the colon (:) is actually the name of another drawer in the cabinet; and each bracketed bit of information on the right side of the colon (:) is the name of a sheet in that drawer.**

Searching the DataBase

Now, let's see how this works: Press ESC once to go back to the **Story Drawer,** which has the heading **50 SHEETS IN THE DRAWER.** Let's say you want to search through this drawer to find all the stories in the drawer which make use of the **Fiction Technique** of **Irony** and the **Fiction Genre** of **Satire.** Now, of course, you could browse through all these fifty sheets by highlighting each one in return, looking for one sheet which has the word **Irony** in the **Fiction Technique** category and **Satire** in the **Fiction Genre** category. However, the point of a database manager is to make such a search much faster than this. Here's how you do such a search:

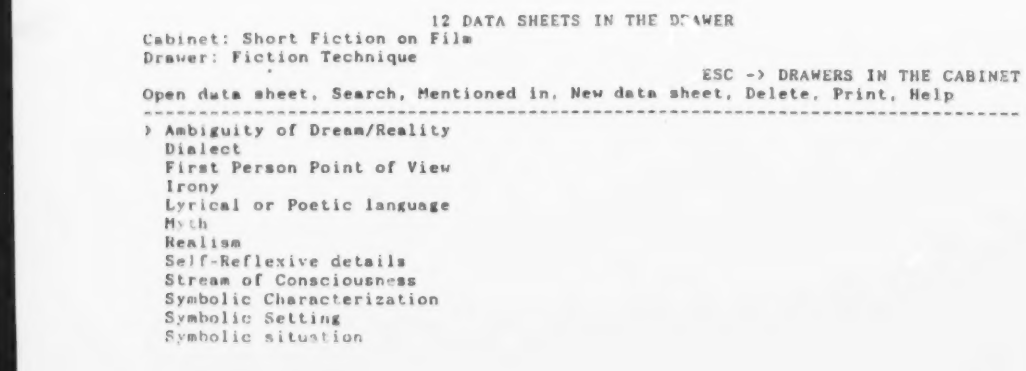
While in the **Story Drawer,** notice just above the list of stories the word **Search** with the letter **S** highlighted. This highlight means "Press the ALT at the same time that you press the letter highlighted." So, do it: Press **ALT-S.** You will now be taken to the following screen called the **Search Criteria** screen. Here is where you can specify what you are looking for.

```
                                    SEARCH CRITERIA
Cabinet: Short Fiction on Film
Drawer: Story

                                                  ESC -> DATA SHEETS IN THE DRAWER
Search | Zap entry Help
-------------------------------------------------------------------------------
Story Title:
[Author]:
[Fiction Technique]:
[Fiction Genre]:
[Film Technique]:
[Film Genre]:
[Theme]:
Comment:
```

Note that the **Search Criteria** screen provides you with an empty template for the **Story Drawer**. If you simply typed in the title of a story after the colon in the first line, assuming you typed it in correctly, you would be taken to a sheet about that story, if the story is in the database. However, as noted above, it is the bracketed items that make **DataRelator** a relational database. What we want to do is to find those stories which share certain characteristics. Here's how:

Use the down arrow key to go down to the category **Fiction Technique**. Let's say we want to look for all the stories which use the technique of **Irony. However, instead of typing the word in, press the left bracket key on your keyboard, the one that looks like this: [**. You will be taken to the **Fiction Technique Drawer**, with a list of different fiction techniques:



Now use the down arrow key to go down to highlight the word Irony. When it is highlighted, press the Return or Enter key to select it. Then press the ESC key to "carry it back" to your Search Criteria screen. You will now see that the word Irony has been "pasted" on your Search Criteria screen on the Film Technique line after the colon.

Now, put in one more criteria. Go down to the **Fiction Genre** line and press the left bracket key, the one that looks like this [. When you get back to the **Fiction Genre Drawer**, go down to the word **Satire** press **Return** or **Enter** to select it, and then press **ESC** to carry it back to your **Search Criteria** screen. Your Search Criteria screen now looks like this:

```
                                SEARCH CRITERIA
Cabinet: Short Fiction on Film
Drawer: Story

                                                ESC -> DATA SHEETS IN THE DRAWER
Search | Zap entry Help
--------------------------------------------------------------------------------
Story Title:
[Author]:
[Fiction Technique]:  [Irony]
[Fiction Genre]:  [Satire]
[Film Technique]:
[Film Genre]:
[Theme]:
Comment:
```

Notice just above the categories is the word **Search** with the letter **S** highlighted. This means if you press the **ALT** key in combination with the letter **S**, the **Search** command will be carried out. Remember what you are doing: You are searching all fifty stories in the database to find all those stories which use the **Fiction Technique** of **Irony** and represent the **Fiction Genre** of **Satire.** Press **ALT-S** and watch the search take place. **DataRelator** will search through all fifty sheets in the **Story Drawer**, ticking them off one by one (speed will depend on the speed of the computer you are using) and listing them one by one as it finds the stories which fit the criteria you have established. The result should be the following.

```
                        3 DATA SHEETS FOUND IN SEARCH
Cabinet: Short Fiction on Film
Drawer: Story
Limiting search by:
[Fiction Technique]:  [Irony]
[Fiction Genre]:  [Satire]
Searched     50 of     50 and found      3
                                                ESC -> SEARCH CRITERIA
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
--------------------------------------------------------------------------------
> Bernice Bobs Her Hair
  Sticky My Fingers, Fleet My Feet
  The Lady or the Tiger
```

Now, let's say you want to look at the entry, that is, the data sheet, on the story "Bernice Bobs Her Hair." With the title highlighted, press ALT-O to open that data sheet. The result is the following:

```
                                    DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Story
Data sheet: Bernice Bobs Her Hair
                                                ESC -> DATA SHEETS IN THE DRAWER
Open data sheet Search | Mentioned in Zap entry Delete sheet Copy Print Help
-------------------------------------------------------------------------------
Story Title: Bernice Bobs Her Hair
[Author]:  [Fitzgerald, F. Scott]
[Fiction Technique]:  [Irony]
[Fiction Genre]:  [Satire]
[Film Technique]:  [Stage Drama ]
[Film Genre]:  [Comedy/Satire]
[Theme]:  [Poetic Justice]
Comment: A bit of fluff from Fitzgerald, about the Jazz Age, and Flaming Youth,
  and all that.  Bernice, played by Shelley Duval in this film from the
  American Short Story Series, however, is appropriately sympathetic--enough so
  that when she gets her revenge at the end, it is an audience pleaser.
```

Opening Additional Data Sheets

Furthermore, let's say that at this point you are not completely sure what **Irony** means. Use the down arrow key to highlight the word **Irony** and press **ALT-O** again. You should get the following screen which shows the **Irony** data sheet from the **Fiction Techniques** drawer. You can go immediately to any other bracketed item on the **Bernice Bobs Her Hair** data sheet in the same way. Just highlight the item and press **ALT-O**. Use the **ESC** key to "walk you back" screen-by-screen to the STORY DRAWER, with the heading 50 DATA SHEETS IN THE DRAWER.

```
                                    DATA SHEET
Cabinet: Short Fiction on Film
Drawer: Fiction Technique
Data sheet: Irony
                                                ESC -> DATA SHEETS IN THE DRAWER
Mentioned in Zap entry Delete sheet Copy Print Help
-------------------------------------------------------------------------------
Name of Technique: Irony
Basic Characteristics: A speech device whereby the intent of an utterance is
  conveyed by a statement that has the opposite meaning from what is denoted on
  the surface.  Sometimes, irony is communicated by presenting the point of
  view of a character in a straightforward way, even though the reader is meant
  to perceive that the point of view of the speaker is not the same as the
  point of view of the author.
Additional Comments:
```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Keep in mind what the **Search** has done. You really need to get an overall concept of how **DataRelator** works. The **Search Criteria** screen allows you to indicate what characteristics of the story you wish to search for. To find them, you indicate on the **Search Criteria** screen that these characteristics are actually **data sheets** in other **drawers** in the **DataRelator cabinet.** Each time you do a search, you are actually asking **DataRelator** to discover the **relationships** between various characteristics, that is, data sheets in various drawers. For example, what kind of **Fictional Techniques** usually go with what types of **Fictional Genres**? Or what types of **Fictional Genres** go with what types of **Themes**?

Using the "Mentioned In" Feature:

One other "search"-type feature of **DataRelator**--the "Mentioned in" feature--should be noted. Let's say you have done a search which has taken you to the sheet "Occurrence at Owl Creek Bridge." You want to know if there are other stories in the database by Ambrose Bierce. But you don't want to ESC back to the **Drawers in the Cabinet** to to start searching again. Here's what you do: Simply highlight the name **Ambrose Bierce** on the "Occurrence at Owl Creek Bridge" data sheet and press **ALT-O** to go to the Bierce Author sheet. Then press **ALT-M**. You will be given the following, which shows two more stories by Bierce in the database.

```
                        3 OTHER SHEETS THAT MENTION SHEET
Cabinet: Short Fiction on Film
Data sheets from Story drawer
 that mention Bierce, Ambrose data sheet
 in Author drawer
                                                    ESC -> DATA SHEET
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
-------------------------------------------------------------------------
> An Occurrence at Owl Creek Bridge
  Chickamauga
  The Mocking Bird
```

Or let's say you have gone to the data sheet "Young Goodman Brown" and you notice that it is an allegory. After opening the data sheet on **Allegory**, by highlighting the word and pressing **ALT-O**, you want to know what other stories in the database are allegories. You simply press **ALT-M** and you will be shown the following list.

```
                                12 DATA SHEETS IN THE DRAWER
Cabinet: Short Fiction on Film
Drawer: Fiction Genre
                                                    ESC -> DRAWERS IN THE CABINET
Open data sheet, Search, Mentioned in, New data sheet, Delete, Print, Help
--------------------------------------------------------------------------------
> Allegory
  Feminist
  Folktale
  Initiation
  Ironic Ending Story
  Lyrical Story
  Mythic story
  Philosophic Story
  Psychological Story
  Realism
  Satire
  Self Reflexive
```

And that's all there is to it. You can add new drawers to this existing cabinet, adding new authors, stories, fiction techniques, film genres, themes, etc. You can experiment with various ways to search the existing cabinet, trying to find cross relationships between various themes and techniques or between fiction genres and film genres. Or you can start from scratch and create your own cabinet. The final section of this booklet takes you step by step through such a process.

Setting up Your Own Cabinet With DataRelator

If you have a computer with two floppy disk drives, do the following:

*Put the **DataRelator** Program disk in Drive A and a blank, formatted disk in drive B. Turn on your machine. A copy of DOS **Command.Com** is on the **DataRelator** Program disk; thus it is self-bootable. It takes **DataRelator** several seconds to boot up on a floppy disk, so be patient. After boot-up, you should see the introductory screen of **DataRelator**, which looks like this:

Welcome to DataRelator
Version 1.2

THE FILE ROOM

>About **DataRelator**
Choose a File Cabinet
Utility Closet
Leave the File Room

Please use the up and down arrows to select what you want to do.
Then press RETURN.

Produced by the Lawrence Hall
of Science for the California State
Department of Education, Copyright, 1986

(If you have two floppy disk drives, you may skip the next three pages and go directly to the section **Setting up the Cabinet**. If you want to install **DataRelator** on a hard disk, you must read the next three pages.)

*These files are on the **DataRelator** Program disk:
Relator.com, Relator.vol, config.sys, autoexec.bat, ansi-sys.

Here is what they do:

***Relator.com** and **Relator.vol** are the two files necessary to run **DataRelator.**

***Ansi.sys** is a device driver that comes on a **DOS** utility disk. **ANSI** stands for American National Standards Institute; **SYS** is short for System. **DataRelator** needs this device driver to "manage" the screen display; it has to be installed whenever you boot your computer. The **DataRelator** program disk is set up to perform this installation with the **config.sys** file.

***config.sys** is a short file on your DataRelator Program disk with a single command line in it which reads as follows: **device=ansi.sys**. When the computer "boots up," it reads **config.sys**, sees the line **device=ansi.sys** and installs the necessary **ansi.sys** driver for **DataRelator** to work.

***Autoexec.bat** (**autoexec** is short for "automatic execution"; **bat** is short for "batch.") is also read whenever the computer is "booted" with the **DataRelator** Program disk. It also has only one line in it--the word **Relator**. When you turn your computer on, it reads **autoexec.bat**, sees the word **Relator**, which is the command to open **DataRelator**, and opens the program automatically. If you do not have this line in **autoexec.bat**, you will have type in the command word **relator** at the A> prompt.

If you have a computer with a hard disk:

*Make a sub-directory entitled **Drelator** by typing **md Drelator** at the C> prompt. Log on to the **Drelator** sub-directory you have just made by typing **cd Drelator** at the C> prompt. Put the **DataRelator** Program disk in drive A and type the following: **copy a:relator.***. This will copy the two necessary **Relator.com** and **Relator.vol** files which are on the **DataRelator** disk to your **Drelator** sub-directory.

*However, for **DataRelator** to work, you must have the device driver **ansi.sys** on your boot disk, that is, your hard disk. You can find this device driver on your **DOS** utility disk or in your **DOS** sub-directory on your hard disk; it is also on the **DataRelator** Program disk for your convenience. Copy it from the **DataRelator** Program disk to your Root directory in the following way:

*While in your root directory at the C> prompt, type **copy A: ansi.sys**. This command says "Go to the A disk, find a file named **ansi.sys** and copy it to the root directory."

*Now you must put a line in your **config.sys** file on your root directory indicating that you want **ansi.sys** loaded each time the computer is booted. You can do this by using the non-document mode in **WordStar** or the DOS mode in **Word Perfect**, or you can use any ASCII text editor. If you use **WordStar** or **Word Perfect** in the non-document or DOS mode, you can simply load your existing **config.sys** file from your hard disk and add the line **device=ansi.sys**, and then save the new **config.sys** file in ASCII format.

In Wordstar, simply load **config.sys** as a non-document file. **In Word Perfect**, use the **Text in/Text out key (Control-F5)**; type 1 for DOS text and then 2 for Retrieve; then type **c:\config.sys**; add the **device=ansi.sys** line and save your **config.sys** in DOS mode. If you do not have a **config.sys** file, then make one by naming a new file **config.sys** from within the non-document mode of **Wordstar**, the DOS mode of **Word Perfect**, or the ASCII mode of your own word processor and put the single line **device=ansi.sys** in it. Be sure to save it as a plain ASCII file.

*If, on the other hand, you use the DOS **Copy** command to create an ASCII file, things are a bit more complex. When you use the DOS **Copy** command, you are actually copying whatever you type on the screen to a file that you name. If you do not already have a **config.sys** file on your hard disk, there is no problem. Simply type the following:

copy con config.sys (press **Return**)
device=ansi.sys (press **Return**)
Control-Z (hold the control key down and press Z) (press **Return**)

*This will create a **config.sys** file with the one line in it, **device=ansi.sys**. The Control-Z command lets DOS know that you have finished the file. You should see the line:

1 File(s) copied.

*However, if you already have a **config.sys** file on your hard disk with lines in it, for example, lines such as

buffers=2
files=20

which are necessary for some programs, such as **Word Perfect**, to run, then if you follow the **Copy Con** method above, you will overwrite your existing **config.sys** file with a new **config.sys file** with only the one line **device=ansi.sys** file in it. Thus, you need to know what is in your existing **config.sys** file, so that you can retype it in the new one you will create. To do this, type the following at the C> prompt:

type config.sys

*This will list your **config.sys** file to the screen. Jot down the lines that are in it on a sheet of paper or press your **Print Screen** key with your printer turned on and on-line. Now retype what was in your old **config.sys file** adding the one line **device=ansi.sys**; the following is an example:

copy con config.sys (press **Return**)
buffers=2 (press **Return**)
files=20 (press **Return**)
device=ansi.sys (press **Return**)
Control-Z (Hold down Control key and press letter Z (press

*(You will not want an **autoexec.bat** file on your hard disk with the word **Relator** in it, as described in the section on setting up **DataRelator** on a two-floppy disk drive system--that is, unless you want **DataRelator** to load up every time you turn the machine on.)

*Now that you have changed your **config.sys** file to include the **device=ansi.sys** line, or created a new one with **device=ansi.sys** in it, you must reboot your computer for the **ansi.sys** driver to be loaded. Press **Control-Alt-Del** all at once, or else turn the machine off and back on again.

Setting up the Cabinet:

*If you are using a two-floppy-drive system, you are at the opening **DataRelator** menu screen. If you are using a hard disk, change to the **Drelator** sub-directory by pressing **cd Drelator** from the C> prompt. Next, type **Relator** to load **DataRelator** into RAM.

*Use the down arrow key to highlight **Utility Closet**.

*Press the **Return** key.

*Press the **Alt** key and the letter N **(Alt-N)** at the same time.

*You will now see a screen entitled **CREATING A NEW FILE CABINET** where you can make several specifications.

*Choose which drive you wish to use. If you choose **B**, which contains a new formatted disk, you will have approximately 350 Kilobytes left. Do not choose **A**, for there is not enough room on your **DataRelator** program disk for a cabinet large enough to be practicable. If you are using a two-floppy-disk system, put an empty, formatted disk in drive **B** and choose drive **B** as the drive on which you wish to build your cabinet. If you have a hard disk, you will be given a choice of drive **B** or drive **C**. However, if you choose drive **C**, your cabinet will be created on the **Drelator** sub-directory you created. You cannot create a separate sub-directory for it. You will be told how much space you have left in kilobytes on the disk.

*If you choose **B**, where you have an empty formatted disk, you will have approximately 350K left.

*If you are using a hard disk, and choose **C**, you will be told the total amount of space you have left on the disk, even though the cabinet will be saved in the sub-directory where you have the **DataRelator** program. Use **Backspace** or **Delete** to delete existing letter and type in the drive letter of your choice. Press **Return** after making drive selection.

*Use the **down arrow key** to move to next line (you may use the **up arrow key** to return to a line if you want to make a change.) You can now give your cabinet a file name that will appear on your DOS directory. The DOS file name follows the standard DOS convention of limiting you to eight characters. Do not use a period and a three-character extension; an extension of **DR** will be provided. For example, the **DOS** name of the cabinet distributed with this program is FICTFILM.DR. Delete the existing name, NEWCAB and type in your cabinet own. Press **Return**.

*On the next line you may type a longer, more detailed name of the Cabinet. The name of the Cabinet distributed on this disk is **Short Fiction on Film.** Delete the existing name, MY NEW CABINET, and type in your own full cabinet name. Press **Return**.

*On the fourth line, you can choose what size you want reserved for the Cabinet. It's probably a good idea to limit your cabinet to about 300 K, even if you create it on a hard disk and have lots of room; for then, you can "back-up" (that is, make a copy of) the cabinet on a floppy (which only holds about 350K) either for protection against loss or to distribute the cabinet easily to others. **BE AWARE:** as soon as you declare the size you want for your cabinet by deleting the zero and typing in a new number, you have already "used" that amount of space, at least, as far as your disk is concerned. For example, if you are using a blank floppy disk on drive A and you reserve 300 K for your cabinet, then even before you enter any data in at all, you have already marked 300 K out for use, leaving only about 50K left. Delete the existing number and type in 300 (or less).

*If you have a hard disk, it is best to create your Cabinet on it, for it is much faster than a floppy for saving the entries; copy it to a floppy when you are finished if you want to distribute it to others.

*You may be limited in the amount of Kilobyte space you can reserve for your Cabinet by the size of RAM in your computer. If you have 640K, you are limited only by available space on your disk; if you have less, you may be restricted to a smaller cabinet.

*When you are satisfied with your responses to the four lines, press Alt-C to create the Cabinet. (Notice that you can press Alt-H for help anytime during this process.)

*You will now see a line that tells you have a new empty file cabinet. Now press the ESCape key to go back to the utility closet.

*Press ESCape again to go back to the **File Room**.

Creating the Drawers:

*At the File Room, use the **down arrow key** to highlight **Choose a File Cabinet** and press **Return**. The program searches all your disk drives, to find all those with Cabinet files on them; that is, all those with a **DR** extension after their file name.

*When you see the Cabinet name you created, use the **down arrow key** to highlight it and press **Return**. You will be taken to the first blank screen of your new Cabinet.

*The DRAWERS IN THE CABINET screen looks like the following:

DRAWERS IN THE CABINET

Cabinet: Short Fiction on Film ESC -> THE FILE ROOM

New Drawer Change cabinet name Help

---

*Note that the words New Drawer, Change cabinet name and Help have the first letter in reverse video. These are command characters. If you press the Alternate (ALT) key on your keyboard while pressing one of these characters, you will activate a command.

*Press **Alt-N** to begin the process of creating a new drawer.

*You will now be taken to a screen entitled NEW FORM FOR DATA SHEETS. The long name of your cabinet (**Short Fiction on Film**) will be highlighted after the word **Cabinet**: The cursor will be flashing after the word **Drawer**.

*At this point, it is a good idea to STOP working on the computer and plan out your cabinet, that is, determine the number and names of the drawers you want it to contain.

*The **Short Fiction on Film** cabinet has the following drawers:
Author:
Fiction Genre:
Fiction Technique:
Film Genre:
Film Technique:
Story:
Theme:

*The structure of the **Short Fiction on Film** cabinet is based on the assumption that the main drawer, that is, the one which will be searched most often, is the **Story Drawer**, for it contains a separate sheet for each one of the stories included in the database--fifty in all. Because this is the main drawer--a drawer with categories identifying the author, genre, theme, and technique of the story and the technique of the film--all these identifying categories are "related" to or "linked" to drawers full of information on author, genre, theme, and technique elsewhere in the cabinet.

***Once you have a concept of the layout of your database, go back to the flashing cursor at the word Drawer and create the design on screen.**

*Type in the name of your first drawer, in this case, Author, and press **Return**. The word will now be highlighted and your cursor will jump down to the top left corner below the dotted line. It will insert a colon (:) and begin flashing there behind it.

Creating Template Sheets for Drawers:

*You now need to set up a template or a blank form listing the kinds of information you want included on each sheet in the **Author** Drawer. The first item of information, of course, must identify the primary category of the sheet, in this case the author's name. So type in the word **Author** and press **Return**. Note that the colon moves to the right of the word and your cursor moves to the next line.

*The second item of information might be the country of the author's birth; type in **Country** and press **Return**.

*The third item of information might be the general period in which he or she wrote, such as nineteenth century, twentieth century, etc. Type in **Period**. Do not press **Return** if this is all the information you need on the **Author** sheets in the **Author** drawer, for you do not need to go to the next line. If you do press **Return** by mistake and a new colon is inserted on the next line, press **Alt-D** to delete it.

*If you want to make any changes in the lines of information you have typed in, you may also use **Alt-D** to delete a line, **Alt-I** to insert a line, or **Alt-M** to move a line. For example, to move a line, use the arrow key to put the cursor on the line which you wish to move. Press **Alt-M**; the line will be highlighted. Now use the arrow key to move the cursor to the line just above the place where you want to insert the line you wish to move; press **Return**. For example, if you wanted to move the **Period** line to the position above the **Country** line, put the cursor on the **Period** line and press **At-M**. Move the cursor to the **Author** line and press **Return**.

*When you are satisfied that you have all the categories of information you want on the **Author** sheet, just press ESCape; when asked if you wish to save changes press **y** for yes.

*You now need to make drawers for the other elements you wish to be cross-related. Make a drawer for **Fiction Genres**, one for **Fiction Techniques**, one for **Film Genres**, one for **Film Techniques**, one for **Themes**. Set up categories of information for each sheet, just as you did for the **Author** Drawer. See the **Short Fiction on Film** cabinet drawers for examples of information.

*Don't forget to make the first category the name of the drawer itself. After you type in the name of the drawer, for example **Fiction Genres**, press **Return**; when the cursor jumps down below the dotted line to flash behind the colon, type **Fiction Genre** again to indicate that the first category of information is the name of the genre.

*If you have followed the process listed above for creation of all your drawers, you now have six drawers with templates for the sheets of each drawer set up. All that remains is to create the **Story Titles** drawer, the main drawer from which you will want relationships or links drawn to other drawers. Here's is how you do it:

Setting up the Primary Relational Drawer (The Story Drawer):

*Press **Alt-N** for a new drawer and title it **Story**. Press **Return**; at the first line, type **Story Title** and press **Return**.

*To make the relationships or links, press the left bracket key [. You do not have to press **Alt-[**; just press the left bracket key. This will take you back to the **List of Drawers** screen where you will see a list of all the drawers have previously made.

*Starting with the topmost line where the cursor is flashing on **Author**, press **Return** to highlight the word **Author** and then press the **ESCape** key. This will "carry back" the word **Author** to your **Story** drawer, "pasting" in on your **Story Drawer Sheet** with brackets around it, like this: **[Author]**.

*Press the left bracket key again, which will take you back to the **Drawers in the Cabinet**. Put the cursor on the next line, **Fiction Genre**, with the arrow key, press **Return** and then **ESCape** to carry it back.

*Follow this process for the other four categories until you have all six in brackets on your **Story** sheet in your **Story Drawer**.

Filling in Information in the Other Drawers

*Now, put the highlight on the **Author** drawer and press **Return**. You will be taken to a screen with the heading:

0 Data Sheets in the Drawer.

*Press **Alt-N** to make a new data sheet and the template you set up for the **Author sheet** will appear on a screen titled **NEW DATA SHEET**.

*Now enter in the information on an author you wish to include. Use last name first. Use the down arrow key to move from line to line. For example, the sheet on Poe is as follows:

Author: Edgar Allan Poe
Country: U.S.A.
Period: Mid-Nineteenth Century
Additional Comments:

*You may type in as much information as you want on the screen under **Additional Comments**; when the screen gets full, a line with the word "**more**" will separate the screens and whoever is reading your comments can use the down arrow key to access the second and subsequent screens.

*When you have finished filling out the **Author** sheet, press **ESCape** and y when asked if you wish to save changes. You will be taken back to the **Author Drawer** screen, and the top line will read: 1 DATA SHEETS IN THE DRAWER. You can now "fill in" all the other Author drawers you wish.

*You can also fill in information for the **Genres, Themes, Fiction Techniques, Film Techniques, and Director's** drawers--in short, all but the **Story** drawers. As before, those must be set up differently, using the bracket key to bracket relational items in other drawers in the cabinets.

Filling in Information in the Story Drawer:

*Open the **Story Drawer**--which still has 0 sheets in it--at the line **Data Sheet**. When the cursor is flashing, type in the title of your first story, e.g. "Young Goodman Brown." The title will simultaneously appear on the sheet to the left of the **Story Title** line.

*However, to fill in the **Author** slot in such a way as to make your database relational, use the down arrow key to go the line **Author** and instead of typing in anything, press the left

bracket key [. You will be taken to the **Author Drawer**. Use the arrow key to highlight the author of the story--Hawthorne, Nathaniel. Press **Return** or **Enter** to carry Hawthorne's name back to the "Young Goodman Brown" data sheet in the **Story Drawer**. It will be pasted there. Similarly, use the arrow key to go to **Fiction Technique**. Press the left bracket [to go to that drawer. HIghlight **Ambiguity of Dream/Reality**. Press Return and then ESC to carry that back also. Go to the **Fiction Genre** line, press bracket [, select and carry back **Allegory**. Follow the same process until all the lines are filled out.

*You must do all of the sheets in your **Story Drawer** this way. It takes longer to describe it than to do it. However, you can have each student in your class do one or two entries each. It's a good way to keep an annotated bibliography of stories or a database of student reviews of stories, poems, plays, etc.

*Modern literary critics have argued that all individual literary texts are really intertextual, sharing conventions, themes, and techniques with all other texts, especially texts of the same genre. Students need an awareness of this intertextual network among literary works in order to be able to read literature meaningfully. **DataRelator** is one way to help build this awareness.

*The booklet was prepared on a Zenith 286 IBM-compatible computer, using **Word Perfect**. The font is Times Roman 10. The booklet was printed on an Okidata Laserline 6 laser printer and then duplicated by photocopying.*